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On page 1, at line 17, please delete "State of the art" and insert therefor --Description of the Related Technology--.

IN THE ABSTRACT

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Please delete lines 3-15 and insert therefor: A method for designing an electronic system having at least one digital part. The method includes representing a behavioral description of the system as a first set of objects with a first set of relations therebetween. Furthermore, the method includes refining said behavioral description into an implementable description of said system, said implementable description being represented as a second set of objects with a second set of relations therebetween. Also, the method includes retaining at least one of said second objects for reuse in the design of a second electronic system.

IN THE CLAIMS

Please amend claims 1-31 as follows:

1. (Amended) A method for designing an electronic system comprising at least one digital part, the method comprising [the steps of]:

[•] representing a behavioral description of said system as a first set of objects with a first set of relations therebetween;

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[•] refining said behavioral description into an implementable description of said system, said implementable description being represented as a second set of objects with a second set of relations therebetween; and

[•] retaining at least one of said second objects for reuse in the design of a second electronic system.

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2. (Amended) The method [as recited in] of claim 1, wherein [said step of] retaining at least one of said second objects additionally comprises [the substeps of]:

selecting out of said second set of objects a subset of second objects having substantially the same functionality and/or characteristics in said implementable description;

creating a class representing said same functionality and/or characteristics; and

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storing said class in a library.

3. (Amended) The method **[as recited in]** of claim 2, wherein said second electronic system comprises objects that are instances of said class.

4. (Amended) The method **[as recited in]** of claim 2, wherein said second set of objects have a common semantics.

5. (Amended) The method **[as recited in]** of claim 2, wherein said class comprises a function.

6. (Amended) The method **[as recited in]** of claim 2, wherein said class executes a parametric manipulation on said second set of objects.

7. (Amended) The method **[as recited in]** of claim 6, wherein said parametric manipulation is a parametric expansion.

8. (Amended) The method **[as in]** of claim 7, wherein said parametric expansion includes the addition of functions to an object for creating a new object.

9. (Amended) The method **[as recited in]** of claim 2, wherein said class is a reusable component.

10. (Amended) The method **[as recited in]** of claim 9, **[further]** additionally comprising **[the steps of]**:

 [•] describing the electronic system by formal means in a formal description, said formal description being the representation of said behavioral description of said system as said second set of objects with said second set of relations therebetween;

 [•] selecting a functional entity within said system, said functional entity corresponding to said subset of second objects having substantially the same functionality and/or characteristics in said implementable description;

 [•] formulating said functional entity as a reusable entity by formulating said functional entity as a parametric expansion of said formal description; and

 [•] describing said reusable entity as said reusable component using said formal description such that said reusable entity is a parametric expansion of said reusable component.

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11. (Amended) The method according to claim 10, wherein said formal description is formulated in an object-oriented programming language, and said parametric expansion is performed on an object hierarchy.

12. (Amended) The method **[as recited in]** of claim 2, **[further]** additionally comprising **[the steps of]** designing another electronic system comprising at least one digital part and wherein said class is used for creating objects within the design of the other electronic system.

13. (Amended) The method **[according to]** of claim 12, **[further]** additionally comprising **[the steps of]**:

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[•] selecting the behavioral register-transfer level design description of a first hardware component within the design of said electronic system, said hardware component having at least a part of the desired functionality of a target hardware component that is comprised in the design of said other electronic system;

[•] determining the changes that are necessary to reuse said hardware component in the design of said other electronic system; and

[•] formulating the changes that are necessary to reuse said hardware component in a class that is able to transform the implementable description of said hardware component into said target hardware component.

14. (Amended) The method **[as recited in]** of claim 13, wherein said changes comprise a parametric expansion performed on an object hierarchy.

15. (Amended) The method **[as recited in]** of claim 14, wherein said object hierarchy is expressed using an object-oriented programming language.

16. (Amended) The method **[as recited in]** of claim 15, wherein the object-oriented programming language is C++.

17. (Amended) The method **[as recited in]** of claim 13, wherein said behavioral description is described as a hierarchy of one or more objects selected from the group consisting of:

[•] finite state objects,

[•] state objects enumerating the states of said finite state objects,

[•] transition objects that relate said state objects,

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[•] instruction objects that represent processing done when said transition objects are executed, and

[•] operation objects that make up parts of said instruction objects.

18. The method **[as recited in]** of claim 17, wherein the changes are selected from the group consisting of:

[•] adding extra state objects and/or transition objects to a finite state machine,

[•] adding extra operations to an instruction objects,

[•] merging two or more behavioral descriptions,

[•] removing an object from said hierarchy,

[•] modifying an object from said hierarchy, and

[•] any combination of the above.

19. (Amended) The method **[as recited in]** of claim 13, wherein the behavioral register-transfer level design of the first hardware component is expressed using an object-oriented programming language.

20. (Amended) The method **[according to]** of claim 19, wherein said object-oriented programming language is C++.

21. (Amended) The method **[as recited in]** of claim 13, **[further]** additionally comprising **[a refining step, said refining step comprising]** formulating structural characteristics of a hardware component as an object hierarchy of one or more objects selected from the group consisting of:

[•] finite state objects,

[•] state objects enumerating the states of said finite state objects,

[•] transition objects that relate said state objects,

[•] instruction objects that represent processing done when said transition objects are executed, and

[•] operating objects that make up parts of said instruction objects.

22. (Amended) The method of **[Method as recited in]** claim 21, wherein said formulating **[refining step]** comprises the addition of new objects, permitting interaction with existing objects, and adjustments to said existing objects allowing said interaction.

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23. (Amended) The method of [Method as recited in] claim 21, wherein said formulating [refining step] is performed in an extendible environment and comprises expansion of existing objects.

24. (Amended) A method for the reuse of a first hardware component in a hardware design, comprising [the following steps]:

[-] selecting the behavioral register-transfer level design description of a first hardware component with at least a part of the desired functionality of a target hardware component that is comprised in said hardware design,

[-] if necessary, transforming said design description to an object hierarchy,

[-] determin[e]ing the changes that are necessary to reuse said hardware component in said hardware design, and

[-] creat[e]ing an object that comprises a [an expand()] method capable of transforming said object hierarchy into a second object hierarchy that describes said target hardware component.

25. (Amended) The method [according to] of claim 24, wherein said object hierarchy is expressed using an object-oriented programming language.

26. (Amended) The method [according to] of claim 25, wherein the object-oriented programming language is C++.

27. (Amended) The method [according to] of claim 24, wherein the changes are selected from the group consisting of:

[-] adding extra states or transitions to a finite state machine,

[-] adding extra operations to an instruction to provide extra functionality,

[-] merging two or more descriptions,

[-] modifying states, transitions, signals and/or instructions, and

[-] any combination of the above.

28. (Amended) The method [according to] of claim 24, wherein the behavioral register-transfer level design of the first hardware component is expressed using an object-oriented programming language.

29. (Amended) The method [according to] of claim 28, wherein said object-oriented programming language is C++.